LEON YOUNG SOFTWARE CO.

NOVEMBER NEWSLETTER

Welcome to our first standard issue of the LYSCo periodical. Last month a prototype was sent to some of our new customers and it was a great success.

This month we have lots of news, hints and new products for the VZ-200. In fact, six new programs, two new packs and three new software authors.

CHRISTMAS IS COMING

LYSCo have released a special Christmas Pack (see catalogue) for the VZ-200, and we expect it to be a great success. It contains eleven of everyone's favourites, as well as "City Blitz", a special game only available as part of the pack. The price of this pack is $29.95, but only until Christmas.

WELCOME

This month we welcome three new programmers to our team.

The first, David Currow, has written a great program for keeping records, "Master Finance 100".

The second, Simon Bjelic, has devised "Speed and Accuracy", a program to touch up your typing skills.

Last, but not least, is Gary McCleary. Gary has written a challenging adventure, "The Enchanted Princess". Other programs of his include "Ten Pin Bowling", "Graphic Golf" and "VZ-Star Trek". These four programs are available as the "Challenging Pack" for $25.00.

We hope to have many more programs submitted by these promising programmers.

HIGH SCORES

Last month we offered $5.00 vouchers to anyone who can achieve a high score on one of our programs. Here are two great scores achieved by Frank Louwdyk:

Goldmine Adventure	21,865 points
Caverns of Venus	3,181 points

If you have broken either of these scores or achieved a high score on a different game, send a stamped, self addressed envelope to us with the name of the game, the score and a witness' signature.

MONTHLY HINTS or WHAT DICK DIDN'T TELL YOU

Last month we had hints on how to find out the amount of memory in use and how to clear extra space for variables. This month we have two hints on shortening your programs:

1. A new comment. The traditional REMark statement in BASIC can be replaced with an apostrophe (shifted 7). Here is an example showing both kinds of remarks:

```
1    REM  THIS IS A TRADITIONAL REMARK STATEMENT
2   'THIS IS THE SHORTER REMARK STATEMENT
```

2. A shorter THEN statement. THEN statements in IF, THEN, ELSE lines can be replaced with a comma. GOTO's are not required in IF, THEN, ELSE lines. Here is an example of the long and short versions of one of these lines:

```
1    If A=B THEN GOTO 100 or
1    If A=B, 100
```

BRANCHING OUT

In the next few months LYSCo will be extending its business to catering for a number of computers other than the VZ-200.

The first computer, the TI 99/4A is an extremely good, sixteen bit micro. It sold well but was taken off the market when Texas Instruments got into financial difficulties. Although there are many around, support for the TI is dropping off. LYSCo intends to start supplying software for this great little micro.

The Amstrad CPC64 is a new micro for home and small business use. It is set to take the world by storm, and LYSCo will be there to supply software for it.

The Commodore 16 is the first Commodore computer to have a high level Basic. It has 32K ROM (including a disk operating system) and 16K RAM. At only $199.00 with a data cassette recorder, this will be the big home computer of 1985.

LYSCo will pay our normal 25% commission on programs for any of the above computers.

PROfessional PROGRAMS

LYSCo have had PROLINE PROLIST and PROBASE on the drawing board for some time. Many people have been asking when these programs will be released.

PROLIST, our mailing list program is finished. Unfortunately we are still searching for a source of mailing labels on rolls to suit the VZ-200 PP-40 printer/plotter. Any information on these would be much appreciated.

PROBASE, our intergrated data base and spreadsheet should be finished by next month.

PROLINE, a simple word processor for the VZ-200, will be released in the near future.

NEXT MONTH

December is our first birthday month and we will be celebrating with special offers.

See you next month.

Leon Young
LYSCo

LYSCo HI-SCORE TABLE

If you have made a higher score than one of the scores listed below on the relevant game, please let us know, and if your score is higher than the current record, your score and name will be displayed. Send your name and address along with the name of the game, the score, and either a photo of the screen or a witness' signature.

All people who break a current record will receive a $5.00 voucher towards the purchase of your next programme.

GAME	SCORE	PRESENT HI-SCORE HOLDER
TWO-UP	$ 800.00	
SLOT MACHINE	$ 8.00	
RUSSIAN ROULETTE	$1,000.00	
MARS LANDER	500 points	
ALIEN ESCAPE	5,000 points	
CUB SCOUT	500 points	
ASTEROID FIELD	3,700 points	
LITTLE PACKER	5,000 points	
CAVERNS OF VENUS	3,181 points	FRANK LOUWDYK
GOLDMINE ADVENTURE	21,865 points	FRANK LOUWDYK
BEAT THE BUG	350 points	

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MONTHLY HINTS

WHAT DICK DIDN'T TELL YOU

1. SPACE FOR VARIABLES

If you have ever written a programme using a lot of variables, you may have had an 'OUT OF MEMORY ERROR'. This may mean you have exceeded the maximum number of bytes reserves for variables. There is a BASIC statement to get past this, although the VZ-200 BASIC reference manual doesn't tell you this.

It is simple to use, just type in:

CLEAR XX
where XX is the number of bytes you wish to reserve.

As there are 1024 bytes in a Kbyte, to reserve one K variable space, you would type:

CLEAR 1024
at the beginning of your programme.

IMPORTANT: Place this statement before any variables are used, as they are set to zero by the CLEAR statement.

2. MEMORY IN USE

I have discovered an interesting way of finding out how much memory is in use on a VZ-200 at any time. What must be done is to subtract the start of the BASIC PROGRAMME (30720) from the EOP/VLT pointer (the end of the BASIC programme).

The formula to find the number of bytes in use is:

```
MF=(PEEK(30969)+256*PEEK(30970))-30720
```

To find out how many K's in use divide this number by 1024.

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If you have a programming hint for the VZ-200 and would like to see your name in print, send it to us at our address on the catalogue.

YOUR LETTERS ANSWERED

Mr. A. Henderson of Wilson, W.A., asks how, when programme editing, to amend an incorrect line without completing retyping the line.

Yes, there is a quicker way of editing lines on the VZ-200 than typing the entire line again. Simply list the line(s) you wish to edit on the screen. Pressing CTRL and fullstop simultaneously, move up to the line which you wish to edit. Then by using the cursor control keys (CTRL pressed simultaneously with M, comma , full stop or space to move in the marked direction), move to the part of the line you wish to alter.

You may type over what is already there, insert spaces by pressing CTRL and L or rub out by pressing CTRL and semicolon.

When you have finished editing a line, press RETURN for it to be stored in memory.

LEON YOUNG SOFTWARE CO.

P.O. Box 265,

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DEAR CUSTOMER,

Re: VZ-200 Software

L.Y.S.Co. is always on the lookout for new quality programs for the VZ-200.

If you wish to submit a program to us, please submit your cassette to us together with a description, and where necessary, instructions either written or on tape.

We expect all programs to be bug free.

Any program which we accept becomes our property and we reserve the right to alter it as we see fit.

By way of payment, we pay commission based on 25% of the gross earnings on sales. Most other companies pay 10%. If we decide to sell the program in a package with other programs, earnings are based proportionally on the individual prices of the games. Royalties are paid annually, or as otherwise agreed between you and us. You may rest assured that if you submit a program, we will not keep a copy or use it in any way if we do not accept it. If we wish to accept a program, a short agreement will be sent to you for your signature. If not accepted, your cassette will be returned.